AMENDMENT UNDER PCT ARTICLE 19

1. (Amended) A card stack reader comprising:

a card stack insertion inlet from which a stack of cards is inserted, each card having a read code along a peripheral side edge thereof, the read code identifying the card;

a card holder holding the stack of cards in an aligned condition;

a light irradiation unit irradiating a peripheral side portion of the stack of cards, held by the card holder, with light so that a reflection light indicating the read code of each card is generated from the peripheral edge portion of the stack;

an imaging unit receiving the reflection light from the peripheral edge portion of the stack and generating an image signal indicating the read code of each card based on the received reflection light.

2. (Amended) A card stack reader according to claim 1 characterized in that at least one of a first filter and a second filter is provided at a front portion of the imaging unit, the first filter cutting off an excited light, and the second filter cutting off a blue light.

3. (New) A card for use with a card stack reader which includes: a card stack insertion inlet from which a stack of cards is inserted, each card having a read code along a peripheral side edge thereof, the read code identifying the card; a card holder which holds the stack of cards in an aligned condition; a light irradiation unit which irradiates a peripheral side portion of the stack of cards, held by the card holder, with light so that a reflection light indicating the read code of each card is generated from the peripheral edge portion of the stack; an imaging unit which receives the reflection light from the peripheral edge portion of the stack and

generates an image signal indicating the read code of each card based on the received reflection light,

characterized in that the read code is recorded along the peripheral side edge of the card, the read code identifying the card, and, when

5   the peripheral side edge of the card is irradiated by the light irradiation unit, a reflection light indicating the read code is generated.

4. (Amended) A card according to claim 3 characterized in

10   that the read code is recorded to the card with a fluorescent material that is colorless under a visible light.

5. (Amended) A card according to claim 3 characterized in that the read code is recorded to the card with a plurality of

15   fluorescent materials that generate different color light rays by the irradiation with light.

6. (Amended) A card according to claim 3 characterized in that the read code is recorded to the card with a fluorescent material

20   that generates an infrared light ray by the irradiation with light.

7. (Amended) A card according to claim 3 characterized in that the read code is recorded to the card with a fluorescent material that generates a light ray having a wavelength longer than a

25   wavelength of a blue light, by the irradiation with light.

8. (Amended) A card according to claim 3 characterized in that the read code recorded to the card includes guide bits.

30   9. (Amended) A card stack reader according to claim 1 characterized in that the card stack reader further comprises a dichroic mirror reflecting the light emitted by the light irradiation unit such that an optical axis of the light and an optical axis of the

imaging unit match with each other and are set to be perpendicular to the peripheral side edge of each card in the stack.

10. (Amended) A card stack reader according to claim 1 characterized in that the card holder is arranged such that the card holder cuts off an external light entering the imaging unit which is arranged to straightly confront the peripheral side edges of the cards in the stack.

11. (Amended) A card stack reader according to claim 1 characterized in that the card stack reader further comprises a card case attached to the card holder and containing the stack of cards, and that the card case includes at least one of a grooved portion inhibiting the peripheral side edges of the cards from touching the card case and an access window provided at a position corresponding to the peripheral side portion of the stack of cards contained in the card case.

12. (Amended) A card stack reader according to claim 1 characterized in that the card stack reader further comprises a card case attached to the card holder and containing the stack of cards, and that the card case includes a sprint member exerting pressure on the cards of the stack in a card stacking direction.

13. (Amended) A card stack reader according to claim 1 characterized in that the card stack reader further comprises a card case attached to the card holder and containing the stack of cards, and that the card case comprises:
a main body in which a spring member, exerting pressure on the cards of the stack in a card stacking direction, is provided; and
a lid member integrally connected to the main body, the lid member covering an exposed portion of the stack of cards that is not contained in the main body.

14. (Amended) A method for manufacturing a card for use with a card stack reader, the method comprising the steps of:

printing a read code to a portion of the card adjacent to a peripheral side edge of the card; and

5   cutting the card along a straight line passing through the code-printed portion to form the peripheral side edge of the card where the read code is printed,
wherein a same read code is printed to the peripheral side edge of each of a plurality of cards by using a plurality of rollers, the same
10   read code including a plurality of bits.

15. (Amended) A card manufacturing method according to claim 14 characterized in that the read code is directly printed to peripheral side edges of the plurality of cards by spraying an ink to
15   the peripheral side edges of the plurality of cards.

16. (Amended) A card manufacturing method according to claim 14 characterized in that a graphic pattern is read from a surface of each card, and a read code corresponding to the read
20   graphic pattern is directly printed to the card by spraying of an ink to the card.

17. (Amended) A card manufacturing method according to claim 14 characterized in that the method further comprises the step
25   of forming a printing surface on both a front surface and a back surface of each card by using an ink that cuts off or absorbs an infrared light or a visible light, and that, in said printing step, the read code is printed to the center of the peripheral side edge of the card with a fluorescent ink that generates an infrared light or a
30   visible light.

18. (Amended) A card according to claim 3 characterized in that a plurality of different read codes are provided at the peripheral side edge of the card.

5   19. (Amended) A card according to claim 3 characterized in that the card is configured such that the read code at the peripheral side edge of the card read by the card stack reader from a front surface of the card is different from the read code read by the card stack reader from a back surface of the card.

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20. (Amended) A card according to claim 3 characterized in that the read code at the peripheral side edge of the card has a data pitch for encoding that varies depending on a kind of the card.

15   21.(Amended) A game machine to which a card stack reader is connected, characterized in that a character or a function corresponding to a read code of a card read by the card stack reader or corresponding to a combination of a plurality of read codes of a plurality of cards read by the card stack reader is allocated to a card

20   game.

22.(Amended) A game machine according to claim 21 characterized in that the game machine comprises a storage unit which stores a value of a parameter acquired in a progress of the

25   card game by a character corresponding to the read code of the card read by the card stack reader and a player identification number.

23.(Amended) A game machine according to claim 21 characterized in that the game machine is connected to a server via a

30   network, and other game machines are connected to the server.

24. (Amended) A card according to claim 3 characterized in that the read code at the peripheral side edge of the card is recorded to the card with a light storage material.

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25.(Amended) A computer-readable storage medium on which a game program is recorded, the game program causing a computer to execute a card game, the computer-readable storage medium comprising:

an advertisement indication detecting means for detecting

10 whether the read code at the peripheral side edge of each card read by the card stack reader of claim 1 includes an advertisement indication; and

an advertisement displaying means for displaying an advertisement in a game screen when the presence of the

15 advertisement indication is detected.

26. (Amended) A card stack reader according to claim 1 characterized in that the card stack reader further comprises a card case attached to the card holder and containing the stack of cards,

20 and that the card case includes a stopper which arranges the peripheral side edges of the cards in the stack in a flattened condition.

27. (Amended) A card stack reader according to claim 1,

25 characterized in that the read code is recorded to the peripheral side edge of each card with a light storage material, and that the light irradiation unit is configured into a flash light irradiation unit which emits a flash light to the peripheral side edge of each card so that the emitted light is stored into the light storage material of the read

30 code.

28. (Amended) A card stack reader according to claim 27, characterized in that the imaging unit reads an image from the

peripheral side portion of the stack of cards at a plurality of times at intervals of a given period after the flash light is emitted by the flash light irradiation unit, and wherein the card stack reader comprises an image comparison unit which compares the images read

5   by the imaging unit at the plurality of times.

29. (New) A card stack reader according to claim 28 characterized in that the card stack reader further comprises an image comparison unit which compares the images read by the

10   imaging unit at the plurality of times.

30. (Amended) A card according to claim 3 characterized in that the read code includes: data bits each indicating a binary value of the read code; a front/back indication bit indicating one of front

15   and back surfaces of the card; and edge bits indicating respective positions of a start and an end of the read code.

31.(Amended) A card according to claim 30 characterized in that each of the data bits, the front/back indication bit and the edge

20   bits has a predetermined width along the peripheral side edge of the card.

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